

# Nintendo

## ENTERTAINMENT SYSTEM



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### CREDITS

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**Snatcher**

# Nintendo

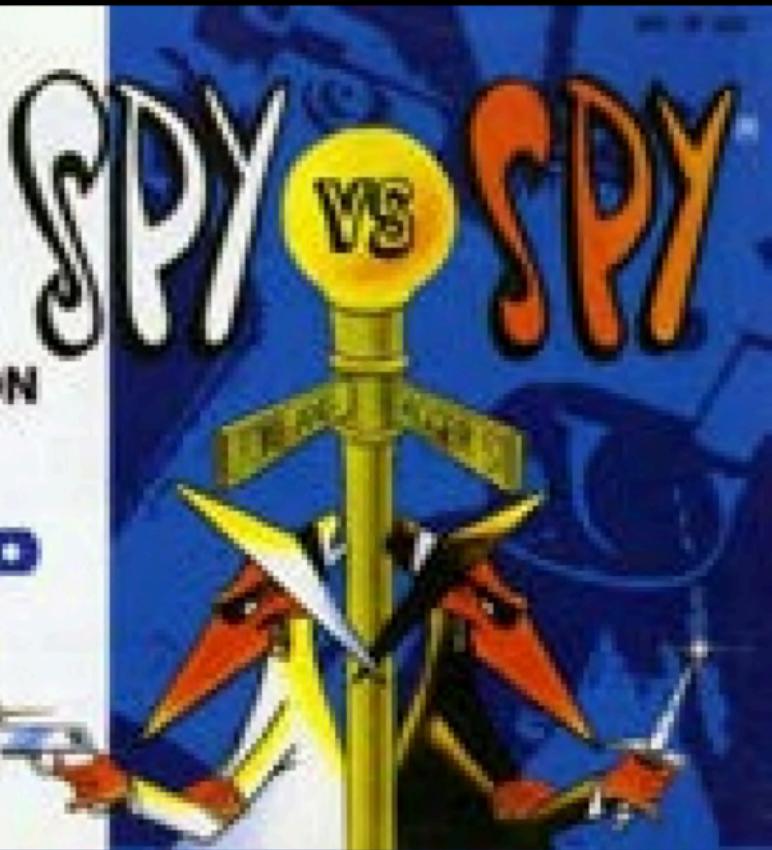
ENTERTAINMENT SYSTEM

**MAD**  
ENTERTAINMENT SYSTEM

INSTRUCTION  
MANUAL

**DKEMCO**  
**SEIKA**

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Vivendi Game Software, Inc.



THIS GAME IS  
LICENSED BY NINTENDO  
FOR PLAY ON THE

Nintendo

ENTERTAINMENT SYSTEM



AMERICAN AND CANADIAN  
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AND THE AMERICAN  
NINTENDO ENTERTAINMENT SYSTEM

### INSTRUCTIONS

We want to thank you for buying the "SPY vs  
SPY GAME," produced by NAMCO. Before you  
play the game, please read the instructions  
carefully. And please hold them where you can  
refer to them.

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### PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

- 1 This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperatures and mechanical shock, at all times. Never disassemble it for any reason.
- 2 Never touch the terminals with your bare hands or get them wet. It could cause damage.
- 3 Do not clean the read with solvents of any kind, such as thinner, benzene, alcohol, etc.
- 4 If you play the game for a long period at time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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ENTERTAINMENT SYSTEM

USER'S GUIDE TO

**MAD**  
MADE ALIVE & DANGEROUS

**SPY vs SPY**

FOR THE Nintendo Entertainment System

## Mission Objective

Your mission is to manage the universe. Tap secret locations in space. Before long you will, you must find all and carry the badness from the only and most secret place with all of the following: Passport, Bag of Money, Key and Secret Pages.



### Game Options

After the BPF or BPP™ title screen screen you can either watch the self-playing demonstration game or select the Game Options screen. If you do not want to watch the demo, press the **START BUTTON** on the **PLAYER 1** Controller to exit the option screen. From the Game Options screen you can select:

- **TRAINING** (This is a simplified version of the game. In the TRAINING mode, it is only necessary to collect the coins and a single item, i.e. money or key, etc.)
- **VS. CPU** (This option permits a user to play against the computer controlled hero.)
- **VS. PLAYER** (This is the two player option in which users play against each other. The **WHITE BPF** uses **CONTROLLER 1** & **BLACK BPP** uses **CONTROLLER 2**.)
- **LEVEL** Among PLATINUM's scenarios, any of the 8 game levels can be selected. The levels progress in order of difficulty. The higher the level, the greater the number of rooms in the castle. Also, as the levels progress, a second floor is added to the building and successive parts of the first floor can now be reached by moving on the second floor. (The amount of time for each game is different on each level.)  
(See notes regarding **SHOOT**, **SHIELD** and **BPF** (Advanced))



### Starting

You may use either the **SELECT BUTTON** or the **UP/DOWN commands on the DIRECTION KEY** to select between PLAYERS, YES/NO, YES/NO/YES. You must use the **LEFT/RIGHT commands on the DIRECTION KEY** to move among the **SELECTS**.

Once the game is set as you desire, press the **PLAYER 1 controller's START BUTTON**. You will then see the main screen. At the top, the floor plan or map of the armory will be shown. On levels with two floors, a second map will be depicted. To the left of the map will be written either **1F** or **2F** which indicates whether the first or second floor's map is being shown. Below the maps, the level of game play selected (1 to 8) is indicated.

### Controls

**MOVEMENT:** The moves the open space in any three dimensions, using the **DIRECTION KEY**; pushing the **UP** command will move you towards the roof of the room. Pushing the **DOWN** command will bring you towards the floor. Using **LEFT/RIGHT** command's will move you left or right.

### INCONTROLLABLE CONTINUITY

**OBJECT MANIPULATION:** Objects you can interact with on the screen include furniture, pictures on the walls, small rocks, stones, litter and musical notes. Buttons and tree leaves. To manipulate an object, find money within range, using the DIRECTIONAL KEYS. It is very important to make sure that you are PAVING the object. Next, if you are properly positioned, press the "A" BUTTON, and the tree will either raise or the object will safely move.

Any object found within a room can be opened or lifted and may reveal one of the hidden items you are looking for. If you are not so lucky, it will release a bigger MIGHT creature in the furniture or behind platforms or may find such items as the key, pictures etc. Pictures are sometimes hidden as well. If you try to hide an object you are carrying in a piece of furniture and find that you can not save the item, it means that another item is already hidden there.

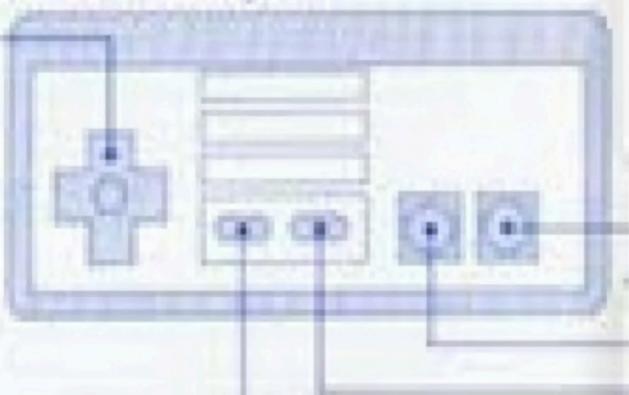
When you find the key, money, pictures or music paper, a tag will appear in your bag's hand. At the same time, a picture of what he is carrying will appear in the INVENTORY window. The inventory window is the white border positioned to the right of the screen and just below your bag's POSITION INDICATOR BAR. A tag can carry only one object at a time (MAX. 1000) he is carrying the item. With the database, the tag can carry all of the required objects. The pictures are contained in the INVENTORY window. If you find the bracelet tag will appear in your bag's hand and you can carry it about. You can carry single items or the bracelet part or without carrying it by from room to room.

(see the section under HARD TO HAND COMBAT for additional information)

### How to use the techniques

#### ■ Direction Key

- Use to move "Player 1" or "Player 2" or "1P Player" when starting game. Use the LEFT/RIGHT buttons simultaneously.
- Use to move the difficulty level (1 to 4). Use the LEFT/RIGHT buttons.
- Use to position your key in the menu. Use the LEFT/RIGHT buttons to go to the BACK/SELECT of a menu.
- Use the LEFT/RIGHT to move left or right in the menu.
- Use to go up or down a ladder between floors (Only after the "A" button has been used to lower the ladder.)



#### ■ Select Button

- Use to set the title screen.
- Use to move "Player 1" or "Player 2" or "1P Player" (Can be used instead of the Directional key.)

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### ■ A Button

- Used to select WOOGIE TRAPPIES (There are 4 types, see instructions for "Setting Action-Trap")
  - Red = Dynamic
  - Blue = Silent Spring
  - Green = Water Gunner
  - Yellow = Time Bomb
- Used to control and move the WOOGIE TRAPPIES
  - Left/Right = View Map
  - Up/Down = Game Screen

### ■ A Button

- This is the ACTION button. Used to:
  - OPEN/CLOSE doors
  - PLATE and SET traps
  - WALK or use WALKING
  - COLLECT/PLACE items to moving furniture or pictures
  - COLLECT a PICTURE to prevent your son from setting off a WOOGIE TRAP
  - Walk in/Out of water
  - OPEN/CLOSE trap doors



### ■ Start Button

- Used to START the game
- Press during game play to PAUSE the game. Often is used to save when playing the map
- Press again to cancel game

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### Game Elements

**ROCK, PAPER, SCISSORS™:** in the unique right screen layout, the TOP half features the actions of the ROCK, PAPER, the BOTTOM half shows the SCISSORS which is paper over rock in the landscape.



**SHOOTPLAY™:** with the cars running, we didn't think it was fair to make players wait to take turns. So, with Shootplay, Rock (both sides' actions) take place out in the open, the challenge becomes watching and remembering what the other guy does while you go about your business. Shootplay allows players to engage in friendly fire combat, place booby traps, attack each other and generally get in the way.



**HAND-TO-HAND COMBAT:** The combat mode occurs only when both agents are in the same room. When this happens, the spy that entered the room will appear on the game screen as the spy that was already there. If a spy is carrying anything when he enters a room, the object is passed to the second spy. The winner of the combat round will earn the Power (During the time the opponent remains Armed) and will have possession of the item he is carrying. Both spies have the option of blocking, carrying or avoiding the other spy.

In the combat mode both agents search for objects, use the flag or set traps. However, locks, lockers and trap doors will work and so will any traps that might have been set. Use the "A" BUTTON to fight. If you have collected a hidden weapon prior to engaging in combat then you will automatically use this weapon in the combat mode. The first spy to find a good weapon will keep it for the entire game. Remember, an armed spy is more deadly than an unarmed spy. Consider this when you are deciding whether to fight or not.





### Setting Booby-Traps

To activate a booby-trap from your weapon press the "B" BUTTON as follows:

- ONCE to arm the DYNAMITE BOMB
- TWICE to arm the GIANT SPRING
- THREE TIMES to arm the BUCKET OF WATER
- FOUR TIMES to arm the TIME BOMB



The bonus traps will appear in your trap's traps as you press the "B" (BUTTOM) and any monster you were carrying will be automatically hidden in that trap. When the trap you desire is selected, you can carry it from room to room or to the desired location in a given room. Refer to the **BOOBY TRAP & REMOVED** chapter for where to set traps and how to protect yourself from them. For ALL traps, when you are ready to use them, please simply press the "A" (BUTTON).

If you change your mind and do not want to set a trap, press the "B" (BUTTOM) for the 3rd and then 5th time. After the 5th press you will return to the game screen.

**REMOVED**: EXCEPT for the TRAP BOOMS, each of the traps has a Removable safety holder throughout the rooms. Each type is always found in the same type of location. For example, the umbrella is used as a protection from WATER BLOCKS that are attached to the tops of closed doors. Umbrellas are always found on the open back. As with traps, removed you be picked up and carried from room to room. Umbrellas can be used over and over again, but you must collect them each time you want to use them. (Use the **WATER CUTTER** to disarm the **PIGGY**, and the **WATER BLOCK** to protect yourself from **WATERBLOCK**. Refer to the **BOOBY TRAP & REMOVED** chapter for details.)

**FLOOR PLAN MAP:** By pressing the “**10**” **BUTTON 8 TIMES**, you can access the community’s floor plan. By reviewing the map and text from your location and that of the other two at the bottom as well as the sources of incoming calls and texts to your phone, you can determine who and what is happening at your location.



The only way to tell where a Tkinter window is located is to wait for the user to move it or to add a mouse listener mapped onto a Tkinter `WIDGET`. You have `self.winfo_rootx()`. If the app does not move that comes in 2 seconds... Is this the answer to [my previous question](#)?

on the map mode, a "square" with a small **YELLOW** square in the center has a border line set to 0.4 "square" with a small **BLACK** square in **BLACK** color in the center has at least one of the required objects hidden in a **SECRET** **THREE-DIMENSIONAL OBJECT** (ONE **RED** **WADDER** IN A **POUCH**). By monitoring the issue **SQUARES** on this **DISPLAY** will help you **ARM** Tools of capture that have been hidden from your **view**. The large **WHITE** or **BLACK** squares indicate the location of the **WHITE** and **BLACK** items.

To cancel the map and return to the game's action, press the "**W**" button on a Game Pad. Alternatively, the other two bars on around the screen will appear white when you are looking at your map.

### Game Levels & Spy Ranking

Rank	Number of Spy	"The Spy Hunter"	"Spy & the Spy"	"Spy Hunter"
1	8 minutes	1:00 to 0:30	0:30 to 0:00	Less than 30 seconds
2	8 minutes	0:30 to 0:40	0:40 to 0:00	Less than 30 seconds
3	7 minutes	0:00 to 0:30	0:40 to 0:00	Less than 30 seconds
4	10 minutes	0:00 to 0:30	0:30 to 0:00	Less than 3 min 45 sec
5	10 minutes	0:00 to 0:30	0:30 to 0:00	Less than 3 min 45 sec
6	10 minutes	0:00 to 0:30	0:30 to 0:00	Less than 3 min 45 sec
7	10 minutes	0:00 to 0:30	0:30 to 0:00	Less than 3 min 45 sec
8	10 minutes	0:00 to 0:30	0:30 to 0:00	Less than 3 min 45 sec
9	10 minutes	0:00 to 0:30	0:30 to 0:00	Less than 3 min 45 sec
10	10 minutes	0:00 to 0:30	0:30 to 0:00	Less than 3 min 45 sec

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